

LEVEL UP!

RULEBOOK



1. What kind of game is it?

In this game, each players play as a 1st level hero progressing through the world of a computer RPG, fighting monsters to gain experience and up their level.

At 4th level, players will be able to challenge the final boss, the Great Demon King.

The first hero to defeat the Demon King will be declared the winner.

To wreak havoc on your opponents' journey and levels, you can force [MidBoss] encounters or [Trap] on them.

The rules are simple, but the game offers a competitive thrill.

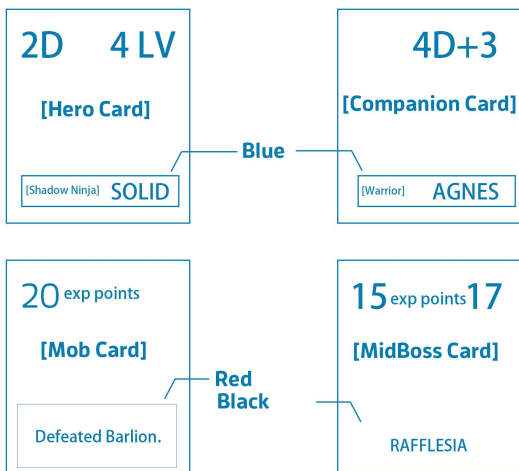
2. Number of players

This game can be played from 2 to 5 players but for a better experience, at least 3 player is recommended.

3. Play Preparation

- ① Separate the 20 hero cards and the Demon King card from the deck.
- ② Each player pick a hero among the choices and place it in front of them, with the 1st Level card visible to all.

[Card types]



- ③ After the selection, remaining Hero cards are put away, they will not be used for the remainder of the game.
- ④ Shuffle the remaining cards into a deck and distribute 5 cards to each players.
If a player received a card with an [Open] indication, replace it.
- ⑤ The remaining cards are placed in the center of the play area, available to all. This will be the game deck.
- ⑥ The starting player is determined by dice, Rock Paper Scissors or any way necessary.

From the starting player, the play proceed in clockwise order.

4. How to play & Victory conditions

- ① To gain experience, players must play [Mob Cards] or defeat [MidBoss Cards] attached to them by another player. However, if a player has a [MidBoss Card] in front of them, they cannot play a [Mob Card] until it is defeated.
- ② When a player's total Exp Points reaches 100 or more, their hero level up. They change their [Hero Card] to the one representing their new level. All their Exp Points cards are then discarded.
- ③ At level 4, players challenge the [Great Demon King]. The Great Demon King must be hit twice to be defeated.
Whoever land the second hit win the game.

5. Turn procedure

- ① On your turn, draw a card from the deck. When the deck runs out, the discard pile is shuffled to make a new deck.
- ② Afterward, you can do one of the following:
 - (1) Play a [Mob Card] to increase your own experience.
 - (2) Attach a [MidBoss Card] to another player (Note that you cannot attach a [MidBoss Card] to someone who already have one. You cannot attach a [MidBoss Card] to a level 4 opponent either.)
 - (3) Attach a [Trap Card] to someone (see 6. Special Cards)
 - (4) Fight a [MidBoss Card] attached to you.
 - (5) You can also pass your turn without doing anything.
 - (6) If you have 6 cards in your hand at the end of your turn, you must discard one.

③ Fighting Monsters

- The red number in the upper right corner of a [MidBoss Card] indicates its strength.
- When fighting a monster, you can use a [Companion Card].
- The D in the upper left corner of a card indicates the number of dice you need to roll.
- If your hero has [2D] and your companion has [3D+2], the total number of dice rolled will be 5, and the total from those dice +2 will be the attack strenght of the two cards.
- If your attack strength is greater than the monster's strength, the monster is defeated and your earn it as experience value.



- When fighting a MidBoss, you can use special moves or Thief cards, in addition to [Companion Cards].
- [Companion Cards] are discarded after battle.

④ Failing to defeat the monster

- You lose your latest Experience Point card.
- The Midboss remains in play.

⑤ Fighting the Great Demon King

- You must fight only with your [Hero Card]. All remaining cards in your hand are discarded.
- The offensive strength of a 4th level hero is "4D+10" and the strength of the Great Demon King is 27, so if the four dice roll 17 or more, you've hit the Demon King.
- If you manage to give it a first hit, your turn end. The hero who gets the second hit wins.
- If you fail to hit the Demon King, the same rules still applies, and your turn is over.

6. Special Cards

① [Trap Card]

- These cards can be played on an opponent who do not have a [MidBoss Card] attached to them. The opponent must immediately discard three cards from either their hand of Experience Points cards.
- Discarding a [Thief Card] cancel the effects of the [Trap Card].
- Playing a [Trap Card] on a level 4 opponent, make them skip 2 turns.

② [Special Move]

Can be used when fighting against a [MidBoss Card].



③ [My Friends came back to life]

After a battle against a MidBoss, you can discard this card instead of a [Companion Card] who participated in the fight.

④ [Run Away!]

Discard a [MidBoss Card] that was attached to you. However, you do not earn the experience value. The Run Away! card is discarded and your turn end.

⑤ [Level Up!]

[Open] card, revealed immediately when drawn. Your level goes up by one. However, you must discard all the cards in your hand and on your field. Then your turn is over.

⑥ [Your friend parted way]

When another player battle a MidBoss with a [Companion Card], you can play this card. That player must discard their companion immediately. They cannot play a new [Companion Card] after discarding it and must therefore battle without a companion.

If you have any questions about the rules, please contact Sho Kikaku by return postcard.

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